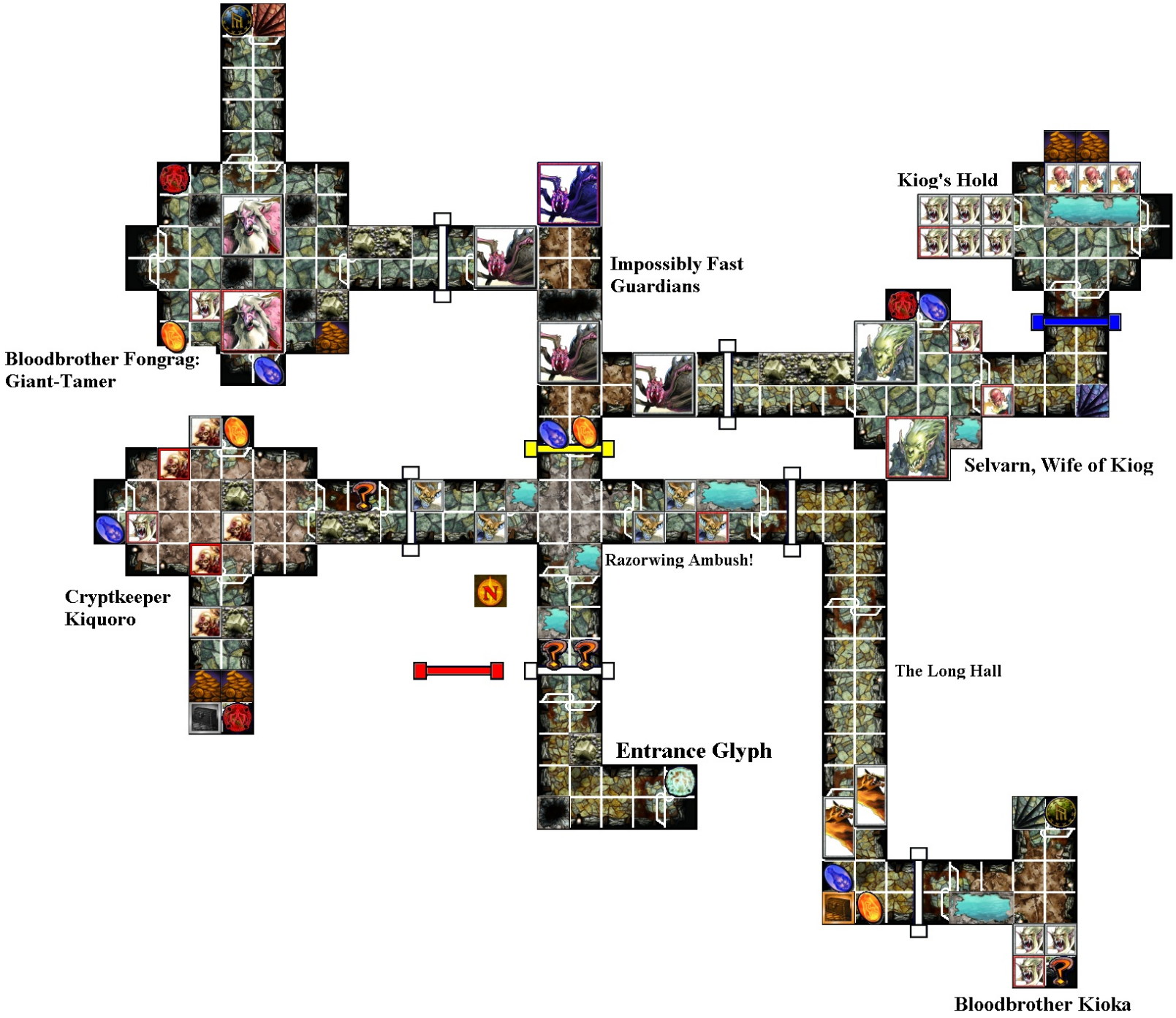

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Of Kuglia Kiog and the Rechife

By gsoul

Quest Background

Of all the races of the world, the Kuglia are markedly eccentric, if not small and mean. In a place of darkness called Selvarn, one Kuglia called Kiog horded his bloodline close. He set creatures to guard his lair, and traps to keep the curious out and the bloodline within. He refuses to seperate himself from them.

All was not of vice however, and the Kuglia Kiog was also a famed Alchemist, possessing the only known cure for Rechife, a kind of crimson fever that always occurs in pairs. The people of several local provinces are now beset with Rechife, and have sent messages to Kiog, begging him to come forth with the cure, but he comes not. Rumors now spread. Some say he holds the remedy for simple cruel pleasure. Others say he is dead from a spout of Rechife within the bloodline, or that the Kuglia eliminated him long ago for being exceptionally brash. The bloodline is silent and of other Kuglia it is not known.

If you choose, venture into Selvarn and find Kiog, or the cure, or anything that you may. The villagers have given you the last of their meager wealth to get you on your way.

Quest Goals

Enter Selvarn, discover the Kuglia Kiog's location and get Kiog's Cure. Then quickly escape the Selvarn with the remedy intact.

Start this quest in the normal fashion of starting any other Descent quest (starting money to buy beginner equipment, starting skills, etc.).

You start this quest with the number of conquest tokens equivalent to the sum of the hero's conquest token value divided by two (round up). At least one hero must bring the Rechif cure through a glyph of transport and you must have at least 1 conquest token remaining. Upon this occurrence, read the "Victory" text. If the hereos ever run out of conquest tokens, then they are defeated by the Selvarn and read the "Failure" text.

VICTORY: The heroes return from the pits of Selvarn, weary from their long trial. They are greeted by potion-makers from the villagers with Rechife, who take the potions from the heroes, and begin the long process of mass production. Noticing that you are burning with the Rechife that you inevitably contracted due to your travels, they promise that you will be the first to be treated, but somehow you do not believe them. In the meantime you rest, hoping these men work faster than the spreading fever.

FAILURE: You feel swelling in your throat and your tongue becomes dry, your voice, harsh. Your skin, burning with what can only be the Rechife itself, is in the first stages of turning on itself. You begin to accept that the Selvarn will be your graveplot. You envy those of your company that died, wondering if somehow death can come sooner for you. As moments pass and the eyes move in the darkness, gratitude is all you feel as the beasts maneuver to finish you.

Important: Notes for the Overlord:

The Kuglia race is represented by the Beastmen miniature. Kuglia have the same stats as Beastmen. However, since the Kuglia are a cowardly race, the Overlord is encouraged (though not forced) to move Beastmen in a 'cowardly' manner (retreat if wounded, initially withdraw if outnumbered, etc.). Kuglia are also able to pick up and use health potions, but only if they are wounded. Note that a Kuglia may not pick up (and hold onto) a health potion if he is not wounded, and further, if a Kuglia picks up a health potion it is used immediately to restore the health of the Kuglia that used it.

A note on treasure: There are a total of 2 treasure chests in the game. They are both empty. However, at any time before the chests are opened by the players (even before the chest is actually revealed on the map for the players), the overlord my play a chest-related trap card FACE DOWN and pay it's cost. Thus the overlord may have a total of 2 facedown cards for chest-related traps only. When a chest is opened by a player, the overlord chooses 1 card from his FACE DOWN cards and plays it immediately (it is already paid for). The overlord MAY play additional chest trap cards at this time if he can pay for them. The overlord may discard face down cards (to recycle them into the deck), but DOES NOT receive any threat tokens for discarding them. FACE DOWN cards do not count towards the overlord's hand size limit.

There are also a total of 3 different staircases in the game. These represent the Kuglia cellars and hordings, and are essentially treasure chests in disguise. DON'T REVEAL THIS TO THE PLAYERS SILLY! When a staircase is revealed a clever player might ask, "where's the other map level, or will you add it later?" Simply respond that "the quest is set up correctly" and say nothing more. When a player lands on a staircase and indicates he is moving up/down the staircase, tell the player that, "You've just discovered a stash of Kuglia Treasure in the cellar hold!" and give the player the reward listed below for the corresponding staircase cellar.

The contents of the staircase cellars are as follows:

Green Staircase (Bloodbrother Kioka): 2 Copper, 200 coins, 1 Potion of player's choice
Blue Staircase (Selvarn, Wife of Kiog): 1 Silver,
Red Staircase (Blue Rune): AMBUSH! Place 4 Kuglia (Regular Beastmen) as close to the player that is on the red staircase as possible and immediately attack the player on the red staircase (or any other player if the Kuglia is out of range to attack the player on the red staircase). After the ambush is resolved, the players find 1 Gold treasure!

Entrance Glyph

Hearing rumors that Kiog had connections with Alchemists in the merchant ward of Binaquea, you bribe and sneak your way to what appears to be the entrance portal to his lair, Selvarn. The rank smell is your only hint as to what lies beyond.

Razorwing Ambush!

Ah, the rank smell of festering pools. The sound of flapping wings is not so distant...there must be thousands of them in here! As your eyes strain to see the wings in the darkness, only the creaking sound of the door closing behind you turns you mind away...wait...door closing?!?

When the last player passes the "??" marks, replace the opened regular door with a closed red rune door. Explain to the players that the door was originally an open red rune door (they just couldn't tell in the dark). It's unexplainable why the door closed after they entered...

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Overlord Note: Razorwing spawn cards may be played in this area ignoring the usual line of sight rules. However, ONLY in this area (Razorwing Ambush!) may Razorwing spawn cards be played.

Cryptkeeper Kiquoro

Shoving your way through a heavy stone door and out of the Razorwing cave, you appear to have entered a small crypt. Tomb stones and sarcophagi stand or lay littered about. A single crumbling stone column is all that remains to hold the ceiling of this cave intact. A hunched figure appears to be assembling bones together with needle and thread when he looks up and howls, "You do not pay prrrroper respects! Kiog can't have sent you to Kiquoro! He PROMISED!! His dead subjects are now mine!!" With that, Cryptkeeper Kiquoro backs away... and the bones rise...

The Command Aura of the Master Beastman (Kuglia Kiquoro) affects all skeletons in this area, regardless of range.

While Kiquoro is alive, the overlord may choose to spawn regular skeletons in this area instead of playing a spawn card on his turn. The overlord may do this at a cost of 1 Threat Token per skeleton, for a maximum of 2 skeletons. Master skeletons may not be spawned in this manner.

As pointed out in the flavor text, the stone obstacle in the middle of the cavern is a crumbling stone column that's holding up the roof. Players may choose (DON'T TELL THEM, but if they ask allow it) to target the stone column with either a Melee or Magic attack. The column has Armor 2 and Life 10. If players reduce the life of the column to 0, then the roof of the area falls, crushing and killing all figures beneath it (players and monsters and even familiars!). Place a single stone marker on the '?' symbol in the area. Everything beyond this is assumed to be buried in rock and is inaccessible for the remainder of the game.

The Long Hall

Making your way past the foul pools of Razorwing filth you climb through a hole that leads you to a heavy, reinforced door. Since returning the way you came seemed less pleasant you force your way through. Were they trying to keep things out or something else in? The hair on the back of your neck stands up straight as you enter this long hallway. Rabid fiery dogs snarl at you from a distance, but don't approach. 'Why don't they attack?' you wonder, though you immediately know the answer. Traps be set here.

The Hellhounds in this area are leashed and may not move forward (they are leashed). They will, however, attack players in the normal fashion when they are within range.

This hallway is heavily trapped. Trap cards may be played for 2 less Threat tokens in this area, and the Trapmaster card may be brought into play for half the cost. However, if the Trapmaster card is brought into play this way then once all players leave this area the remaining cost of the Trapmaster card must be paid to keep the Trapmaster card in play or the Trapmaster card is discarded from play.

Bloodbrother Kioka

Before you is a truly massive steel rimmed door. No light escapes from the seems, no sounds, no smells. After what you've gone through to get to this door, you can only hope that it's been long abandoned, and that the departed left behind loot to ease your wounds and your hearts.

The door finally yields to your strength. Squealing darkness lies beyond. And from this darkness emerges 3 of the most disgustingly fowl and wretched Kuglia you have ever seen.

The Kuglia (beastmen) in this room are affected with a nasty form of Rechife and were quarantened in this cell. They have an additional ability Poison (2). That is, every wound token removed from a character card as a result of an attack by these Kuglia is replaced with 2 poison tokens.

If only the master beastman (Kuglia Bloodbrother Kioka) among the beastmen in this area remains alive, he will plead for his life.

He sneers, "Please Hero(es), I have information to offer in exchange for my life! Listen to what I have to say!"

"Among the bloodline I am known as Kuglia Kioka, a third relative to Kiog. It was mine to offer a body for the early experiments with Rechife, and mine to suffer the fate of bloodline seperation. He thinks me forever locked away here but he does not know that long ago I found my own way out! Kiog knows not that I have long been making my escape and many returns!" With that he throws himself under a tattered rug and disappears. As you remove the rug you notice a crudely formed, activated, Glyph of Transport to Binaquea. The players receive the normal reward for activation of a glyph. (Replace the ? with an activated glyph)

Impossibly Fast Guardians

Moving through the rune locked door you enter a narrow, downward sloping corridor filled with thick webing. Your boots smash about ten spiders with each step, and you feel the downward slope pulling all sides of this area into the dark crack in the center, home of a thousand eyes.

There are 4 large bane spiders here, clever and impossibly fast guardians for Kiog whose fangs drip with venom as you approach...

If at the beginning of the overlord's turn, a player is adjacent to the edge of the pit in the center of the area, then the overlord may spawn a single regular bane spider on the opposite side of the pit (if there are no obstructions) in addition to any other spawn card he plays that turn. This spawn costs the overlord 1 Threat token. The bane spiders follows all the normal rules for bane spiders.

Bloodbrother Fongrag: Giant-tamer

All signs of twisted webbing disappear as you enter this large room. It's not particularly wide, but the ceiling is vaulted quite high to accomidate the brawling giants. The Kuglia in the middle spies you immediately and cracks a whip to halt the giants' wrestling. He smiles and screeches, "Strange are the fellows of Kuglia Kiog that he would send to observe my giant-taming!!" He pauses a bit, then gauges from the

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reaction on your faces, wounds, etc, and cracks his whip again without smiling, "Strange are strangers, enemies and foes! Bigbak! Toremtot! Bring me their skins!" The giants, can only heft their clubs and smile with a few teeth.

If the players have already encountered and defeated Selvarn, Wife of Kiog and received the Blue Runekey in this manner, do not place the Blue Runekey where indicated. If Selvarn lives while both areas are revealed, then place the Blue Runekey where indicated in the giant's lair.

Selvarn, Wife of Kiog

You shove this door open quickly to find a well lit, comfortably heated chamber. The narrow passageway appears to lead directly to a couple of ogres which turn around. The larger, more powerful female steps forward and grunts, "Fongrag? Kiquoro? Where have you been?!? I sent for you but.. " She stops, eyes you carefully and screams, "YOU! Evil swine! Come and taste your death invaders! Rechife will not find you but I will make your end here, in this place of my namesake!"

Selvarn has Command (1) along with the usual abilities of a master ogre. If the players kill Selvarn, Wife of Kiog and the area Bloodbrother Fongrag is not yet revealed, then they find a Blue Runekey tied to a chain about the Selvarn's neck.

Kiog's Hold

Beaten and sick with a fever (you have come to realize that nothing can live in this cavern and not be affected by the Rechife), you turn the runekey to open the door. The last door you hope, and the last stage.

Before you is a set of wizened old men, busily stirring a large vat of glowing sludge. The men appear themselves to be dying slowly, but they have a fire in their eyes, and stir intently. Nearby is a large pile of Kuglia. They lay on top of each other in a kind of intimate closeness. They wallow in their filth and huddle together to taste each other's sweat. One among them stands, and in a clear voice:

"I am Kuglia Kiog. Who are you? Did no one baracade you from here? Were they all asleep, the fools! No doubt you want the cure for the Rechife which I see is living in you now, HA! Why should I cure that which I have so long been in acquisition? Why, without, a world in which only Kuglia may roam, should I make any accord with you?" Without a word, the remaining Kuglia bound to their feet and ready their weapons to defend the master that they serve, nay love.

Kuglia Kiog has the Undying ability, in addition to his other abilities.

When Kiog is defeated, the players find a small vial on his body. Could this be the antidote? Who knows. But there isn't anything else to take, so you can only hope. Give one player a token representing the vial (any token will do). Just before Kiog dies for the last time, he sneers at the players, "Take this small boon simple fools, but you will not live to use or give it. Food and light are more precious things for your race, of which you will have none!" With that, Kiog tears a parchment on his person that sends spirits screaming out of the room. The spirits destroy every Glyph of Transport known to Kiog (remove them from the board). Of course, the Glyph of Transport in Kioka's cell is not destroyed. Kiog is finally dead.

The player with the antidote must now escape Selvarn, with the vial intact.

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